Kyle Case

User Experience Designer

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Work Experience

User Experience Designer
Target Corporation Minneapolis, MN

- Rapidly prototyped and tested in-store mobile solutions for customers and store employees.
- Created mockups, visual designs, and icons for over 20 products that have been tested in stores nationwide.
- Defined user experience guidelines for employee facing mobile applications that are applied in all 1,800 stores.
- Conducted user research and customer intercepts to understand user needs and usability opportunites.
- Promoted to Senior Business Partner in August 2014.

FROM JAN 2013
TO SEP 2015

Systems Analyst II
Boston Scientific Arden Hills, MN

- Rotated to four roles in the Global Information Systems organization over a span of two years as a member of the iDEAL Rotational Leadership Program.
- Gained broad work experience in Business Analyst, Project Manager, and Business Strategy roles.
- Awarded two Innovation Grants and won an Innovation Strategy Mobile Application Contest.
- Promoted to Systems Analyst II in January 2012.
- Interned Summer 2009 and began full-time June 2010.

FROM MAY 2009
TO DEC 2012

Education

Bachelor of Science in Management Information Systems and International Business
Iowa State University Ames, IA

Study Abroad
University of Swansea Swansea, Wales

Study Abroad Program, Spring 2008

FROM AUG 2006
TO MAY 2010

Skills

Sketch
★★★★★

Photoshop
★★★★⯨

Illustrator
★★★★☆

Flinto
★★★★★

Objective-C
★★★☆☆

Swift
★★★☆☆

HTML
★★★★⯨

CSS
★★★★☆

Javascript
★★★☆☆

Animation
★★★★☆